

"I MET HIM, FIFTEEN YEARS AGO; I WAS TOLD THERE WAS NOTHING LEFT; NO REASON, NO CONSCIENCE, NO UNDERSTANDING; AND EVEN THE MOST RUDIMENTARY SENSE OF LIFE OR DEATH, OF GOOD OR EVIL, RIGHT OR WRONG. I MET THIS SIX-YEAR-OLD CHILD, WITH THIS BLANK, PALE, EMOTIONLESS FACE, AND THE BLACKEST EYES... THE DEVIL'S EYES. I SPENT EIGHT YEARS TRYING TO REACH HIM, AND THEN ANOTHER SEVEN TRYING TO KEEP HIM LOCKED UP BECAUSE I REALISED THAT WHAT WAS LIVING BEHIND THAT BOY'S EYES WAS PURELY AND SIMPLY... EVIL."

- DR. SAMUEL LOOMIS

THE SHAPE

Medium humanoid (human), chaotic evil

Armor Class 16

Hit Points 110 (13d8 + 52)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Str +8, Dex +5, Con +7, Wis +5

Skills Athletics +8, Deception +6, Intimidation +9,

Perception +5, Stealth +8, Survival +8

Condition Immunities charmed, frightened

Senses darkvision 60ft., passive Perception 15

Languages understands Common but doesn't speak

Challenge 8 (3,900 XP)

Always Comes Back (Recharges after a Short or Long Rest).

If The Shape would be reduced to 0 hit points, it is reduced to 1 hit point instead. To all creatures, The Shape appears dead as if affected by the *feign death* spell, but The Shape remains aware of its surroundings. While in this state, The Shape regains 10 hit points at the start of its turns. The effect persists until The Shape moves, or takes an action.

Ambusher. In the first round of a combat, The Shape has advantage on attack rolls against any creature it surprised.

Fear Aura. Any creature hostile to The Shape that starts its turn within 20 feet of The Shape and is aware of it must make a DC 14 Wisdom saving throw, unless The Shape is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to The Shape's Fear Aura for the next 24 hours.

Legendary Resistance (1/Day). If The Shape fails a saving throw, it can choose to succeed instead.

Keen Stalker. The Shape has advantage on Wisdom checks to track prey.

Shadow Jump. As a bonus action, The Shape can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The Shape can use this ability between the weapon attacks of another action it takes.

Surprise Attack. If The Shape surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 17 (5d6) damage from the attack.

Unarmored Defense. While The Shape is wearing no armor and wielding no shield, its AC includes its Constitution modifier.

Actions

Multiattack. The Shape makes two attacks with its knife or unarmed strike.

Knife. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 10 (2d4 + 5) piercing or slashing damage (The Shape's choice). A creature hit by this attack has its movement speed reduced by 10 feet until the end of its next turn.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, The Shape can grapple the target (escape DC 18). While grappled in this way the target can't speak and is at risk of suffocating.

Brutalize. Melee Weapon Attack: +8 to hit, reach 5 ft., one humanoid below half of its maximum hitpoints grappled by The Shape. **Hit:** The target takes 50 (10d8 + 5) bludgeoning damage. If this damage reduces the target to 0 hit points, The Shape kills the target in a brutal manner.

Reactions

Shadowy Escape (Recharges after a Short or Long Rest).

When The Shape takes damage in dim light or darkness, it turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks.

Legendary Actions

The Shape can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Shape regains spent legendary actions at the start of its turn.

Hide. The Shape makes a Dexterity (Stealth) check.

Move. The Shape moves up to its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The Shape makes one knife or unarmed strike attack.